

JAVA.IO.BUFFEREDREADER CLASS

http://www.tutorialspoint.com/java/io/java_io_bufferedReader.htm

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Introduction

The **java.util.BufferedReader** class reads text from a character-input stream, buffering characters so as to provide for the efficient reading of characters, arrays, and lines. Following are the important points about **BufferedReader**:

- The buffer size may be specified, or the default size may be used.
- Each read request made of a **Reader** causes a corresponding read request to be made of the underlying character or byte stream.

Class declaration

Following is the declaration for **java.util.BufferedReader** class:

```
public class BufferedReader
    extends Reader
```

Field

Following are the fields for **java.util.BufferedReader** class:

- **protected Object lock** -- This is the object used to synchronize operations on this stream.

Class constructors

S.N.	Constructor & Description
1	BufferedReader(Reader in) This creates a buffering character-input stream that uses a default-sized input buffer.
2	BufferedReader(Reader in, int sz) This creates a buffering character-input stream that uses an input buffer of the specified size.

Class methods

S.N.	Method & Description
1	<u>void close()</u> This method closes the stream and releases any system resources associated with it.
2	<u>void mark(int readAheadLimit)</u> This method marks the present position in the stream.
3	<u>boolean markSupported()</u> This method tells whether this stream supports the mark() operation, which it does.
4	<u>int read()</u>

	This method reads a single character.
5	<u>int read(char[] cbuf, int off, int len)</u> This method reads characters into a portion of an array.
6	<u>String readLine()</u> This method reads a line of text.
7	<u>boolean ready()</u> This method tells whether this stream is ready to be read.
8	<u>void reset()</u> This method resets the stream.
9	<u>long skip(long n)</u> This method skips characters.

Methods inherited

This class inherits methods from the following classes:

- java.util.Reader
- java.util.Object